

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for enabling multiple networked gaming devices to participate in a secondary game, the method comprising:
providing a first gaming device for initiating a primary game;
qualifying the first gaming device to participate in a secondary game by using a predetermined primary game outcome;
qualifying additional gaming devices to participate in the secondary game by using predetermined primary game outcomes,

wherein the additional gaming devices are qualified during a ~~designated duration~~predetermined time limit after said first gaming device is qualified ~~or during a predetermined number of primary game plays after qualification of said first gaming device;~~

for each additional gaming device that is qualified, increasing a payout award of the secondary game by a value; and

initiating the secondary game and awarding, to every gaming device qualified to participate in the secondary game, the payout award of the secondary game.

2. (Currently Amended) In a gaming network having a plurality of gaming devices, a method of involving multiple players and their gaming devices in a secondary type game, the method comprising:

initiating a primary type game by using a first gaming device;
qualifying the first gaming device to participate in a secondary type game;
triggering a secondary game indication cycle to run before the secondary type game is initiated, wherein said secondary game indication cycle ~~runs for a predetermined time limit~~is capable of running for a predetermined duration;

qualifying, during said predetermined ~~duration~~time limit of said secondary game indication cycle, additional gaming devices to participate in the secondary type game; and
~~upon~~after conclusion of said secondary game indication cycle, initiating the secondary type game; and
awarding, to every gaming device qualified to participate in the secondary type game, one or more payout awards.

3. (Original) The method of claim 2 wherein after each additional gaming device is qualified, the method further comprises increasing the secondary payout award by a designated multiple.

4. (Original) A method for enabling multiple networked gaming devices to participate in a secondary game, the method comprising:
providing a first gaming device that qualifies for a secondary game;
providing a secondary game indication cycle indicative that the first gaming device has qualified for the secondary game;
qualifying additional gaming devices to participate in the secondary game before expiration of said secondary game indication cycle; and
initiating the secondary game and awarding a payout award to all qualified gaming devices including the first gaming device and the additional devices qualified to participate in the secondary game.

5. (Original) The method of claim 4 further comprising increasing the payout award for each additional device that qualifies for the secondary game.

6. (Previously Amended) The method of claim 4 further comprising qualifying the first gaming device additional times to participate in the secondary game during pendency of the secondary game indication cycle.

7. (Currently Amended) The method of claim 4 wherein the secondary game indication cycle expires after a designated ~~duration~~time limit.

8. (Previously Presented) The method of claim 4 wherein the secondary game indication cycle expires after a predetermined number of primary game plays after qualification of the first gaming device.

9. (Original) The method of claim 4 wherein the secondary game indication cycle expires after a predetermined number of predetermined primary game outcomes after qualification of the first gaming device.

10. (Currently Amended) A system for allowing multiple networked gaming ~~device~~devices, ~~system~~ to participate in a secondary game, the system comprising:
a first gaming device capable of qualifying for a secondary game;
a controller for providing a secondary game indication cycle indicative ~~to said~~
multiple networked gaming devices that the first gaming device has qualified for the secondary game; and
one or more additional gaming devices qualified to participate in the secondary game before expiration of said secondary game indication cycle,

wherein said controller increases the secondary game payout award for each qualified gaming device, and wherein the controller initiates the secondary game and awards the secondary game payout award to all qualified gaming devices including the first gaming device and the additional devices qualified to participate in the secondary game.

11. (Currently Amended) A method utilizing multiple networked gaming devices for a multiplayer secondary bonus game, the method comprising:
allowing a plurality of players to become eligible to qualify to participate in a multiplayer secondary bonus game;

qualifying a first eligible player in the plurality of players to participate in the multiplayer secondary bonus game based upon the first eligible player playing ~~a~~^{the} primary game;

triggering a secondary game indication cycle to run before the multiplayer secondary bonus game is initiated, wherein the secondary game indication cycle ~~runs for a limited time~~^{is capable of running for a duration};

qualifying, during the ~~limited time~~^{duration} of the secondary game indication cycle, additional eligible players to participate in the multiplayer secondary bonus game based upon the additional eligible players playing the primary game;

upon conclusion of the secondary game indication cycle, providing the multiplayer secondary bonus game; and

awarding, to every eligible player that qualified to participate in the multiplayer secondary bonus game, at least one award.

12. (Previously Presented) The method of claim 11, wherein awarding comprises:

displaying a plurality of awards;

randomly selecting at least one displayed award; and

awarding the at least one displayed award to every eligible player that qualified to participate in the multiplayer secondary bonus game.

13. (Previously Presented) The method of claim 11, wherein awarding comprises awarding the at least one award to eligible gaming devices associated with every eligible player that qualified to participate in the multiplayer secondary bonus game.

14. (Currently Amended) The method of claim 11, wherein eligibility for the first player and ~~for~~^{the} the additional players is determined based on at least one event and participating in the primary game, wherein eligibility allows the first eligible player and the additional eligible players to qualify for the multiplayer secondary bonus game.

15. (Currently Amended) The method of claim 14, wherein the at least one event includes a proper wager, a max wager, an insertion of a player card, ~~and~~ or a separate wager bet.

16. (Previously Presented) The method of claim 11, wherein qualifying for the multiplayer secondary bonus game is determined based on the first eligible player or the additional eligible players receiving at least one predetermined indicia in the primary game.

17. (Previously Presented) The method of claim 11, wherein once the first eligible player is qualified, the secondary game indication cycle is triggered for a predetermined duration.

18. (Previously Presented) The method of claim 11, wherein once the first eligible player is qualified, the secondary game indication cycle is triggered for a predetermined number of primary game plays.

19. (Currently Amended) The method of claim 11, wherein the ~~duration~~ limited time includes a predetermined number of primary game plays, a predetermined number of predetermined primary game play outcomes, ~~and~~ or a predetermined number of time frames.

20. (Previously Presented) The method of claim 11, wherein the at least one award is fixed or progressive.

21. (Previously Presented) The method of claim 11, wherein first eligible player or the additional eligible players are allowed to qualify for the multiplayer secondary bonus game a plurality of times.

22. (Currently Amended) The method of claim 11, wherein the ~~duration~~ limited time is predetermined or randomly determined.

23. (Previously Presented) The method of claim 11, further comprising increasing the at least one award of the secondary game by a value for each additional eligible player that is qualified.

24. (Previously Presented) The method of claim 11, further comprising initiating the primary game using a first gaming device.

25. (Previously Presented) The method of claim 11, wherein the at least one award comprises at least one randomly selected award.

26. (Currently Amended) A method comprising:
allowing a plurality of players to become eligible to qualify to win an award in a multiplayer secondary game;
qualifying ~~the a~~ first eligible player to be eligible to win an award in the multiplayer secondary bonus game based upon the first eligible player playing the primary game;
triggering a secondary game indication cycle to run before the multiplayer secondary game is initiated, wherein the secondary game indication cycle runs for a limited time duration;
qualifying, during the ~~duration~~ limited time of the secondary game indication cycle, additional eligible players that are eligible to win an award in the multiplayer secondary game based upon the additional eligible players playing the primary game;
upon conclusion of the secondary game indication cycle, initiating the secondary game; and
awarding, to each eligible player that qualified to win an award in the secondary game, at least one award.

27. (Currently Amended) An apparatus comprising:
one or more processors; and
logic encoded in one or more tangible media for execution by the one or more processors and when executed operable to:

allow a plurality of players to become eligible to qualify to participate in a multiplayer secondary bonus game;

qualify a first eligible player in the plurality of players to participate in the multiplayer secondary bonus game based upon the first eligible player playing the primary game;

trigger a secondary game indication cycle to run before the multiplayer secondary bonus game is initiated, wherein the secondary game indication cycle runs for a limited time, is capable of running for a duration;

qualify, during the duration-limited time of the secondary game indication cycle, additional eligible players to participate in the multiplayer secondary bonus game based upon the additional eligible players playing the primary game;

upon conclusion of the secondary game indication cycle, provide the multiplayer secondary bonus game; and

award, to every eligible player that qualified to participate in the multiplayer secondary bonus game, at least one award.

28. (Previously Presented) The apparatus of claim 27, wherein logic operable to award further comprises logic operable to:

display a plurality of awards;

randomly select at least one displayed award; and

award the at least one displayed award to every eligible player that qualified to participate in the multiplayer secondary bonus game.

29. (Previously Presented) The apparatus of claim 27, wherein logic operable to award comprises logic operable to award the at least one award to eligible gaming devices associated with every eligible player that qualified to participate in the multiplayer secondary bonus game.

30. (Currently Amended) The apparatus of claim 27, wherein eligibility for the first player and/or the additional players is determined based on at least one event and

participating in the primary game, wherein eligibility allows the first eligible player and the additional eligible players to qualify for the multiplayer secondary bonus game.

31. (Currently Amended) The ~~method~~apparatus of claim 30, wherein the at least one event includes a proper wager, a max wager, an insertion of a player card, and/or a separate wager bet.

32. (Previously Presented) The apparatus of claim 27, wherein logic operable to qualify for the multiplayer secondary bonus game is determined based on the first eligible player or the additional eligible players receiving at least one predetermined indicia in the primary game.

33. (Previously Presented) The apparatus of claim 27, wherein once the first eligible player is qualified, the secondary game indication cycle is triggered for a predetermined duration.

34. (Previously Presented) The apparatus of claim 27, wherein once the first eligible player is qualified, the secondary game indication cycle is triggered for a predetermined number of primary game plays.

35. (Currently Amended) The apparatus of claim 27, wherein the duration includes a predetermined number of primary game plays, a predetermined number of predetermined primary game play outcomes, ~~and/or~~ or a predetermined number of time frames.

36. (Previously Presented) The apparatus of claim 27, wherein the at least one award is fixed or progressive.

37. (Previously Presented) The apparatus of claim 27, wherein first eligible player or the additional eligible players are allowed to qualify for the multiplayer secondary bonus game a plurality of times.

38. (Previously Presented) The apparatus of claim 27, wherein the duration is predetermined or randomly determined.

39. (Previously Presented) The apparatus of claim 27, wherein the logic is further operable to increase the at least one award of the secondary game by a value for each additional eligible player that is qualified.

40. (Previously Presented) The apparatus of claim 27, wherein the logic is further operable to initiate the primary game using a first gaming device.

41. (Previously Presented) The apparatus of claim 27, wherein the at least one award comprises at least one randomly selected award.

42. (Currently Amended) An apparatus comprising:
one or more processors; and
logic encoded in one or more tangible media for execution by the one or more processors and when executed operable to:
allow a plurality of players to become eligible to qualify to win an award in a multiplayer secondary game;
qualify ~~the a~~ first eligible player to be eligible to win an award in the multiplayer secondary bonus game based upon the first eligible player playing the primary game;
trigger a secondary game indication cycle to run before the multiplayer secondary game is initiated, wherein the secondary game indication cycle runs for a limited time duration; ~~duration-limited time~~
qualify, during the duration-limited time of the secondary game indication cycle, additional eligible players that are eligible to win an award in the multiplayer secondary game based upon the additional eligible players playing the primary game;
upon conclusion of the secondary game indication cycle, initiate the secondary game; and

award, to each eligible player that qualified to win an award in the secondary game, at least one award.

43. (Currently Amended) An apparatus for enabling multiple networked gaming devices to participate in a secondary game comprising:

one or more processors; and

logic encoded in one or more tangible media for execution by the one or more processors and when executed operable to:

qualify a first gaming device to participate in a secondary game by using a predetermined primary game outcome in a primary game;

qualify additional gaming devices to participate in the secondary game by using predetermined primary game outcomes, wherein the additional gaming devices are qualified ~~within a time limit after qualification of during a designated duration after said first gaming device is qualified or during a predetermined number of primary game plays after qualification of said first gaming device;~~

for each additional gaming device that is qualified, increase a payout award of the secondary game by a value; and

initiate the secondary game and award, to every gaming device qualified to participate in the secondary game, the payout award of the secondary game.

44. (Previously Presented) The apparatus of claim 43, wherein logic operable to increase the payout award comprises logic operable to increase the payout award by a multiple of a number of qualifications associated with additional gaming devices in the secondary game.

45. (Currently Amended) An apparatus comprising:

one or more processors; and

logic encoded in one or more tangible media for execution by the one or more processors and when executed operable to:

qualify ~~the a~~ first gaming device to participate in a secondary type game upon playing a primary game;

trigger a secondary game indication cycle to run before the secondary type game is initiated, wherein said secondary game indication cycle runs for a predetermined limited time ~~is capable of running for a predetermined duration;~~

qualify, during said predetermined ~~duration~~ limited time of said secondary game indication cycle, additional gaming devices to participate in the secondary type game;

upon conclusion of said secondary game indication cycle, initiate the secondary type game; and

award, to every gaming device qualified to participate in the secondary type game, one or more payout awards.

46. (Previously Presented) The apparatus of claim 45, wherein after each additional gaming device is qualified, the logic is further operable to increase the secondary payout award by a designated multiple.

47. (Previously Presented) An apparatus comprising:
one or more processors; and
logic encoded in one or more tangible media for execution by the one or more processors and when executed operable to:
provide a secondary game indication cycle indicative that a first gaming device has qualified for a secondary game;
qualify additional gaming devices to participate in the secondary game before expiration of said secondary game indication cycle; and
initiate the secondary game and awarding a payout award to all qualified gaming devices including the first gaming device and the additional devices qualified to participate in the secondary game.

48. (Previously Presented) The apparatus of claim 47, wherein the logic is further operable to increase the payout award for each additional device that qualifies for the secondary game.

49. (Previously Presented) The apparatus of claim 47, wherein the logic is further operable to qualify the first gaming device additional times to participate in the secondary game during pendency of the secondary game indication cycle.

50. (Previously Presented) The apparatus of claim 47, wherein the secondary game indication cycle expires after a designated duration.

51. (Previously Presented) The apparatus of claim 47, wherein the secondary game indication cycle expires after a predetermined number of primary game plays after qualification of the first gaming device.

52. (Previously Presented) The apparatus of claim 47, wherein the secondary game indication cycle expires after a predetermined number of predetermined primary game outcomes after qualification of the first gaming device.

53. (Previously Presented) The method of claim 1, wherein increasing the payout award comprises increasing the payout award by a multiple of a number of qualifications associated with additional gaming devices in the secondary game.